

ROUTE RECONNAISSANCE

- **Identify tactically significant terrain along movement route.**
- **Identify tentative rally points along route.**
- **Identify platoon release point.**

RECONNAISSANCE OF NEW ASSEMBLY AREA

- **Identify Key Terrain features:**
 - **Enhances or degrades platoon's mission.**
 - **Enhances or degrades defense of platoon.**
- **Identify likely enemy avenues of approach.**
- **Identify tentative Squad/Section areas.**

OBSERVATION POSTS

- **Secure adjacent key terrain to prevent enemy use.**
- **Cover avenues of approach to provide advanced warning of enemy movement.**
- **Platoon leader designates the general location.**
- **Squad leader establishes the specific observation post (OP).**

OBSERVATION POSTS

(CONT)

- **Minimum manning is two soldiers per OP.**
- **When covering a large area, the platoon establishes more than one OP, and the squads patrol in between them.**

PASSIVE **MEASURES**

- **Observation by passive devices such as night vision devices, including—**
 - **Thermal sights.**
 - **Early warning devices such as ground sensors.**
- **Camouflage of personnel, equipment, and positions.**

PASSIVE MEASURES

(CONT)

- **Movement control that denies the enemy the ability to count personnel.**
- **Noise, light, and sound discipline to prevent the enemy from pinpointing locations.**
- **Radiotelephone discipline to deny the enemy operational information**

TYPES OF POSITIONS

Primary Position:

Provides a soldier, weapon crew, or unit the best means to accomplish the assigned mission.

TYPES OF POSITIONS

(CONT)

Alternate Position:

Allows coverage of the same sectors as the primary positions when the primary positions become untenable.

TYPES OF POSITIONS

(CONT)

Supplementary Position:

Provides the best means of accomplishing a task that you cannot accomplish from the primary or alternate positions, such as covering additional enemy avenues of approach and to protect flanks.

DISTANCE BETWEEN FIGHTING POSITIONS

- 1. Requirement to cover the squad's assigned sector by fire.**
- 2. Need for security--Prevention of infiltrations.**
- 3. Prevent enemy from using hand grenades effectively to assault adjacent positions, should he gain a fighting position.**

POSITIONING OF MACHINE GUNS

Leaders position machine guns to—

- Concentrate fires where they want to kill the enemy.**
- Fire across the squad front.**
- Cover obstacles by fire.**
- Tie-in with adjacent squad.**

GRENADE LAUNCHERS

The squad leader uses the grenadier to—

- Provide indirect fire coverage.**
- Cover machine gun dead space.**
- Cover protective wire obstacles.**
- Engage lightly armored vehicles.**

REDCON 1 and **2**

- **REDCON 1:** Full Alert. Period of maximum preparedness. All soldiers are alert and prepare for action. All squads, OPs recalled. All weapons manned.
- **REDCON 2:** Full Alert. Equipment stowed except for wire and telephone equipment. Weapons manned, squads, OPs, and chemical alarms still deployed.

REDCON 3 and

4

- **REDCON 3:** Reduced Alert. Fifty percent of each team/squad stands down for feeding, rest, maintenance, or troop leading procedures. Crew-served weapons and OPs manned.
- **REDCON 4:** Minimum Alert. Seventy five percent of each team/squad stands down for feeding, rest, maintenance, or troop leading procedures. Crew-served weapons and OPs manned.

REPEL AN ATTACK

- **Repel an attack by—**
 - Shifting squad members and key weapons within the squad's positions as needed to maintain security and repel attack.
 - Rifles and AT-4s fire at designated PDF.
 - M203 gunners fire at enemy in dead space or attempting to breach wire obstacles.

REPEL AN ATTACK

(CONT)

- **If available, call for and adjust indirect final protective fires (FPF).**
- **Report the situation to the platoon leader.**
- **Reposition squad on order of platoon leader.**